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INTERNATIONAL APPLICATION NO. PCT/DE/00/00738	INTERNATIONAL FILING DATE March 9, 2000	PRIORITY DATE CLAIMED March 9, 1999

TITLE OF INVENTION
SYSTEM AND METHOD FOR IDENTIFYING OBJECTS IN DiSTRIBUTED HIERARCHICAL SYSTEMS, ESPECIALLY AUTOMATION SYSTEMS

APPLICANT(S) FOR DO/EO/US
Norbert BECKER et al.

Applicant herewith submits to the United States Designated/Elected Office (DO/EO/US) the following items and other information:

1. [X] This is a FIRST submission of items concerning a filing under 35 U.S.C. 371.
2. [X] This is an express request to immediately begin national examination procedures (35 U.S.C. 371(f)).
3. [X] The US has been elected by the expiration of 19 months from the priority date (PCT Article 31).
4. [X] A copy of the International Application as filed (35 U.S.C. 371(c)(2))
    a. [X] is transmitted herewith (required only if not transmitted by the International Bureau).
    b. [ ] has been transmitted by the International Bureau.
    c. [ ] is not required, as the application was filed in the United States Receiving Office (RO/US).
5. [X] A translation of the International Application into English (35 U.S.C. 371(c)(2)).
6. [ ] Amendments to the claims of the International Application under PCT Article 19 (35 U.S.C. 371(c)(3))
    a. [ ] are transmitted herewith (required only if not transmitted by the International Bureau).
    b. [ ] have been transmitted by the International Bureau.
    c. [ ] is not required, as the application was filed in the United States Receiving Office (RO/US)
7. [ ] A translation of the amendments to the claims under PCT Article 19 (35 U.S.C. 371(c)(3)).
8. [X] An oath or declaration of the inventor (35 U.S.C. 371(c)(4)).
9. [ ] A translation of the Annexes to the International Preliminary Examination Report under PCT Article 36 (35 U.S.C. 371(c)(5)).

Items 10-15 below concern document(s) or information included:

10. [X] An Information Disclosure Statement Under 37 CFR 1.97 and 1.98.
11. [ ] An assignment document for recording.
    Please mail the recorded assignment document to:
    a. [ ] the person whose signature, name & address appears at the bottom of this document.
    b. [ ] the following:
12. [X] A preliminary amendment.
13. [X] A substitute specification
14. [ ] A change of power of attorney and/or address letter.
15. [ ] Other items or information:

[X] The U.S. National Fee (35 U.S.C. 371(c)(1)) and other fees as follows:

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a. [X] A check in the amount of $ 860.00 to cover the above fees is enclosed.

b. [ ] Please charge my Deposit Account No. 19-3935 in the Amount of $ to cover the
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9/10/01
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DATE

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Docket No. 1454.1090/RAG

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent Application of:

Norbert BECKER et al.

Application No.:   Group Art Unit:

Filed: (Concurrently)   Examiner:

For: SYSTEM AND METHOD FOR IDENTIFYING OBJECTS IN DISTRIBUTED
          HIERARCHICAL SYSTEMS, ESPECIALLY AUTOMATION SYSTEMS (as amended)

PRELIMINARY AMENDMENT

Assistant Commissioner for Patents
Washington, D.C. 20231

Sir:

Before examination of the above-identified application, please amend the application as follows:

IN THE TITLE:

Please change "ESPECIALLY" to --IN PARTICULAR IN--.

IN THE SPECIFICATION:

Please REPLACE the pending specification with the Substitute Specification attached hereto.

IN THE ABSTRACT:

Please REPLACE the originally filed Abstract with the enclosed Substitute Abstract.

IN THE CLAIMS:

Please CANCEL claims 1-2 without prejudice or disclaimer of any of the subject matter claimed therein and ADD new claims in accordance with the following:

3. (NEW) A system for identifying objects in a distributed hierarchical system, comprising:

a storage unit to store identifiers characterizing the objects and contexts for managing the identifiers, the contexts forming a plurality of indirection stages and, within a context, names and identifiers for all contained objects are known and unique.

4. (NEW) The system as claimed in claim 3, the storage unit further storing container objects and context information for each container object, with the container objects containing other objects and the context information being hierarchically structured.

5. (NEW) The system as claimed in claim 4, the storage unit further storing additional contexts which are not hierarchically related that may be unidirectionally associated with any desired context to access information thereof.

6. (NEW) The system as claimed in claim 4, wherein the objects have associated local object identifications stored in a lowest possible container object containing the objects, and the objects are able to be identified using a chain of object identifications.

7. (NEW) The system as claimed in claim 3, wherein the contexts include identification contexts for managing context identifications, the context identifications being associated with objects in the identification context and being valid and unique within the identification context.

8. (NEW) The system as claimed in claim 3, wherein connections between the objects are in the form of monikers.

9. (NEW) The system as claimed in claim 3, wherein a document is provided as the smallest environment for a context, with context information associated with the document being used for objects embedded in the document, and the document having a name allocated thereto.

10. (NEW) The system as claimed in claim 3, wherein the contexts are provided for managing the identifiers of the objects for object operations including at least one of moving, copying and renaming, without global, central management functions being provided.

11. (NEW) The method as claimed in claim 3, wherein the distributed hierarchical system is an automation system.

12. (NEW) A method for identifying objects in a distributed hierarchical system in which objects are characterized with identifiers, and contexts manage the identifiers, comprising:

storing the contexts to form a plurality of indirection stages, with all names and identifiers for all contained objects being known and unique within a context.

13. (NEW) The method as claimed in claim 12, further comprising:

storing container objects that contain other objects, and hierarchically structured context information for each container object.

14. (NEW) The method as claimed in claim 13, further comprising:

unidirectionally associating additional contexts, which are not hierarchically related, with any desired context to access information thereof.

15. (NEW) The method as claimed in claim 13, further comprising:

storing in a lowest possible container object containing the objects, local object identifications to identify the objects using a chain of object identifications.

16. (NEW) The method as claimed in claim 12, wherein at least some of the contexts manage context identifications associated with the objects in a corresponding context and being valid and unique within the corresponding context.

17. (NEW) The method as claimed in claim 12, further comprising:

storing connections between the objects are in the form of monikers.

18. (NEW) The method as claimed in claim 12, further comprising:

storing at least one document as the smallest environment for a context, with context information associated with the document being used for objects embedded in the document, and the document having a name allocated thereto.

19. (NEW) The method as claimed in claim 12, wherein the contexts are provided for managing the identifiers of the objects for object operations including at least one of moving, copying and renaming, without global, central management functions being provided.

20. (NEW) The method as claimed in claim 12, wherein the distributed hierarchical system is an automation system.

REMARKS

This Preliminary Amendment is submitted to improve the form of the English translation as filed. It is respectfully requested that this Preliminary Amendment be entered in the above-referenced application.

In accordance with the foregoing, claims 1-2 have been canceled and claims 3-20 have been added. Thus, claims 3-20 are pending and are under consideration.

A substitute specification is also being filed herewith. The substitute specification is accompanied by a marked-up substitute specification. No new matter has been added.

If there are any questions regarding these matters, such questions can be addressed by telephone to the undersigned. Otherwise, an early action on the merits is respectfully solicited.

If any further fees are required in connection with the filing of this Preliminary Amendment, please charge same to our Deposit Account No. 19-3935.

Respectfully submitted,

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- 4 -

GR 99 P 3135

Description

System and method for object identification in distributed hierarchical systems, in particular in
5 automation systems

The invention relates to a system and method for object identification in distributed hierarchical systems, in particular in automation systems.

10

Such a system and method are used particularly in the field of automation technology.

The invention is based on the object of ensuring object
15 identification for operations such as moving, copying, renaming, etc.

This object is achieved by a system having the features specified in claim 1 and by a method having the
20 features specified in claim 2.

The invention is based on the insight that previous solutions are not very robust and/or require a great deal of modification effort. There are two basic
25 identification mechanisms which are used (and can also be combined with one another). One method is based on object identification by allocating a globally unique identifier for each object. This global identifier is used to ensure that an object can be found again
30 irrespective of its present whereabouts. This method has the following drawbacks:

- **Central management**: The method requires central management structures such as management of the object identifiers and conversion tables for the
35 object identifiers to the objects.
- **Poor support for distributed work**: The need for central management complicates

the splitting of object sets, separate processing and subsequent merging thereof (headword: branch and merge).

In the second method, an object is identified by its
5   relative position with respect to another. This then also stipulates how the object can be found. In contrast to the first method, an object does not have a unique identifier, but instead the identifier [lacuna] dependent on the respective starting object referencing
10 the other one. This means that no central management information is required. However, the following drawbacks result:

- **Low robustness**: Using the relative position for identification means that the identifier (or the
15   identifiers) becomes invalid when the object is moved, and the object is no longer available (broken link).

- **Great deal of modification effort**: When the identifiers for an object have become invalid,
20   they need to be corrected using a type of correction operation.

With the inventive solution, contexts are introduced for forming a plurality of indirection stages for
25 managing the identifiers. This provides efficient methods for repairing "broken links" without introducing global, central management functions.

- **No central management**: Management is through the context hierarchy. This means that each context
30   contains all the necessary information.

- **Support for distributed work**: The context hierarchy can be broken down and reassembled as desired. This means that projects can be branched and merged without difficulty.

35 - **Little modification effort**: The context hierarchy makes it immediately clear where changes to

identifiers are to be reconstructed. The changes also need to be made only on the context objects in question.

The invention is described and explained in more detail below using the exemplary embodiments shown in the figures, in which:

  5   FIGURE 1   shows a block diagram to identify the facts of the matter: a client sees names, an object model works with IDs,

      FIGURE 2   shows a schematic illustration for the allocation and assignment of object
  10   identifications as object IDs, and

      FIGURE 3   shows a schematic illustration for the moving of an object denoted by "ES-Auto1".

The method is described below within the context of the
  15 OVA engineering object model (OVA= open distributed automation). It can also be used for other object models, however. For a better understanding of the relationships, a brief description of the context of the invention will be given below:

  20

For each object, there is an environment in which it is known. In the case of OVA, this environment is modeled by the context. Within a context, names and identifiers for all contained objects are known and unique. The
  25 context is generally determined by the point of entry chosen by a user for processing his automation solution. Context information is available on any container object (i.e. an object containing other objects), such as H-container, chart or master. The
  30 smallest environment for a context is a document, however. For the case of embedded objects, the context information of the surrounding document is used. However, this also means that context information can be structured hierarchically. In this case, contexts at
  35 a lower point are always part of the higher context in the hierarchy as well. In addition, further contexts

which are not hierarchically related can be associated with any desired context. This context can then access the information of the associated context. This association is unidirectional, however. In the case of associated contexts, the (hierarchically) contained contexts are also associated automatically.

The context information determines which objects have been entered in the directory. The content of the document automatically belongs to the same context; this also applies, in particular, to linked objects or objects which have been added using a rule ("all objects in this directory", etc.).

The context is also the manager of the context IDs. These are described later.

Object identification

Since OVA uses a standardized method to access the data storage, it is necessary to structure the objects so that they can be safely identified. The reason for this is that some of the data are structure information, for example which ES-Auto is located in which chart, or which auto is connected to which. This structure information is subject to rules which are taken into account by the implementation of the data model. In the case of the current realization using the IStorage interface as the interface for data storage, it is always possible to change this structure without taking the data model into account. By way of example, a client is able to perform copy, move or rename operations using the IStorage interface without an OVA data model server being involved. This entails the problem that inconsistencies can arise which later need to be corrected again manually by the user.

This now poses the problem of how consistency can be produced as far as possible without demanding excessive effort from the developer of ES-Autos or OVA tools for this purpose. These mechanisms should also not be

- 4a -

transparent to the parts of the API which are used by
the

OVA tools. A client application should always be occupied with the ES-Auto names, for example, and not with cryptic IDs (see FIGURE 1).

5 • *Problematical actions*

It is first necessary to examine the actions which conceal potential risks. These are, firstly, all unidirectional relationships, and, secondly, actions which "pass by" the data model servers.

10

• Unidirectional links

Unidirectional links are problematical because it is not possible to tell from an action that an inconsistency is being produced. If a link is used to

15 point to a file in a Word document, for example, and this file is renamed at a later point in time, the Word document is not told anything about this and will not find the file again. This problem can be eliminated only by a central authority which knows where the file

20 can be found.

• "Dumb" actions

In this regard, dumb actions denote actions carried out without the knowledge of the data model. An example is

25 renaming an object using the IStorage interface (IStorage::RenameElement). Such actions are always possible for standardized data access. In this case too, a central authority could help to minimize the problem. An important aspect in both cases is, above

30 all, error recognition, and if possible also error elimination.

• *Object ID moniker*

As described above, a central office can manage the

35 objects such that they are (virtually) uniquely identifiable. All the objects are therefore referenced using object IDs which can be resolved by the central

GR 99 P 3135

office, in our case the Active Directory Service.
This ID is independent of all actions; it is allocated
upon creation of the object and then does not change
again

so long as no other object having the same ID exists. This will only occur in the case of copying outside the data model, however.

5   Each container allocates a name when an embedded object is created.

FIGURE 2 shows a schematic illustration of the allocation and assignment of object identifications as
10   object IDs. These IDs, in the figure ID1, ID2, ID3 and ID4, are respectively stored with their container. This means that the hierarchy container knows ID1 and ID2, Chart 2 knows ID3. In this regard, these IDs are unique only within the container on the topmost level. This
15   means that Chart 1 can also start with ID1 again. Individual objects can now be identified using a chain of IDs. ES-Auto 1 is identified using /ID1!ID1, for example. The connection between ES-Auto 2 and ES-Auto 3 (IDy) is given the following IDs:
20

$$IDy = /ID1!ID4!c \rightarrow /ID2!ID3!d$$

IDy is thus a type of alias for the connection between ES-Auto 2 and ES-Auto 3. This alias is stored with the
25   lowest possible container in the hierarchy. In this case, this is the H-container 1, since both Chart 1 and Chart 2 are involved in the connection.
The connection IDx involves only the two ES-Autos 1 and 2; the information relating to how IDx is resolved can
30   therefore be stored with Chart 1. This procedure of keeping the information as local as possible has the advantage that these references can then be resolved even if only a subcontext is opened. In such a subcontext, all the references, connections etc. which
35   remain within the context are thus known. Any references to the outside (or from the outside) cannot be resolved.

- Context IDs vs local IDs

As can be seen in the example above, there are two different types of IDs. First the *local* IDs, such as ID1, ID2, ..., which are only ever known locally to the

5 container. Secondly, there are the *context* IDs, which have their validity within the whole of the current context. Both IDs need to be unique in their environment. The local ones at container level, the context IDs on a context-wide basis.

10

- Resolution

An ID needs to be resolved, for example, when the object is to be activated. Thus, for example, ES-Auto 2 will check its connections during a consistency check.

15 To this end, IDx and IDy need to be ascertained. To do this, ES-Auto 2 ascertains the individual objects from the context. Since the connections are stored as monikers, a BindToObject() is sufficient from the standpoint of the ES-Auto:

20

```
...
MkParseDisplayName ("@objectID!IDy!Source",&pMoniker);
pConnector = pMoniker->BindToObject ();
...
```

25

Since the monikers in this case are ObjectID monikers, the server for ObjectID monikers, that is to say the context, is asked for the object. The context knows IDy, because it is responsible for storing it, and

30 resolves it into its component parts. The ParseDisplayName function extracts IDy and Source and establishes that this is /ID1!ID4!c. The containers are now recursively asked for this object.

35 This somewhat more complicated method is advantageous because the (possible) connections are also available in the subcontexts. In the example above,

Chart 1 could also be chosen as the entry point (context). It is then also possible to access the connection IDx. In this case, IDy is an external connection which is not

available so long as the operator is moving only in the context of Chart 1.

- *Use/examples*
5   The effects are now shown using a few examples. The actions are move, copy, delete and rename.

- Move
10 The initial situation is **Error! Reference source could not be found.**. ES-Auto 1 is now moved from Chart 1 to Chart 2 (see **Error! Reference source could not be found.**). This is done in two different ways. Firstly in an OVA tool, secondly past the data model ("dumb
15 moving").

Moving in the OVA tool
If the move operation is initiated in an OVA tool, the servers for the data model adopt the action and thus
20 ensure that all references remain valid. The agitators involved in this case are the two charts. In the source chart, the method MoveESAuto is initiated. This method is provided with the ES-Auto and the destination chart:

25   ...

            pChart1->MoveESAuto ("ESAuto 1", pChart2);

            ...

The method MoveESAuto thus encapsulates all the
30 necessary steps. These are, firstly, copying the ES-Auto into Chart 2, then deleting the original auto from Chart 1 and finally matching the IDs. Since, with such an action, only the IDs up to the object on which the action was carried out can ever be altered, only this
35 need actually be notified to the context:

            ...

    pContext->UpdateReference ("ID1!ID1", "ID2!ID4");

    ...

 5 This method prompts the context to change all IDs which
    start with "ID1!ID1" to "ID2!ID4".

    FIGURE 3 shows a schematic illustration for moving an
    object denoted by "ES-Auto1".

10 **"Dumb" moving**
    With "dumb" copying, the servers for the object model
    are not involved. This means that the IDs cannot be
    updated either at this point in time. To perform such
    an action, it is sufficient to move the persistent data
15 store for ES-Auto 1 from the store for Chart 1 to that
    for Chart 2. When Chart 1 is opened, it will no longer
    display ES-Auto 1 and will delete its entry for "ID1".
    When Chart 2 is opened, it will establish that an ES-
    Auto for which no ID has been allocated yet has been
20 added to its data store. ES-Auto 1 is therefore now
    assigned an ID. In addition, the references for ES-Auto
    1 and the partners involved still need to be replaced.
    In the case of bidirectional IDs, this is not a
    problem. If ES-Auto 1 is asked for its external
25 references, it will return IDx. If the context is asked
    for this ID, it can only resolve part ("ID1!ID4")
    immediately. "ID1!ID1" still points to nothing at this
    time. Since the action has been triggered by checking
    ES-Auto 1, however, this can be remedied (possibly on
30 the basis of a query to the user):

```
...
Foreach id In pESAuto1->GetExternalRefs ()
    bOK = CheckReference (id.Source);
    if ! bOK
        UpdateReference (id.Source, "ID2!ID4");
    Endif

    bOK = CheckReference (id.Destination);
    if ! bOK
        UpdateReference (id.Destination, "ID2!ID4");
    Endif
Endfor
```

- Copy

The two methods will also be examined in the case of copying:

Copying in the OVA tool

If ES-Auto 1 is only copied, nothing needs to be changed on the references. For the destination ES-Auto, Chart 2 needs to allocate a new ID (for example ID4). In addition, all the external references for the new ES-Auto should be deleted.

"Dumb" copying

If ES-Auto 1 is again copied past the object model, as in the case of moving, 2 ES-Autos refer to ES-Auto 2. This is not a problem, however, since in this case too, Chart 2 establishes that ES-Auto 1 is still not known to it (no ID). As in the case of moving, it will now allocate a new ID and test the external references of the ES-Auto. In this case, ES-Auto 1 also exists in Chart 1, however. This check will therefore return no error. It is therefore necessary to check whether the unknown ES-Auto is part of the external reference. The code from above therefore needs to be extended a little further:

```
        ...
        Foreach id In pESAuto1->GetExternalRefs ()
           bOK = CheckReference (id.Source);
           If ! bOK
5             UpdateReference (id.Source, "ID2!ID4");
           else
              If ! IsReferenceParticipant ("ID2!ID4")
                  pESAuto1->RemoveReference("ID2!ID4");
              Endif
10         Endif

           bOK = CheckReference (id.Destination);
           if ! bOK
              UpdateReference (id.Destination, "ID2!ID4");
15         else
              If ! IsReferenceParticipant ("ID2!ID4")
                  pESAuto1->RemoveReference("ID2!ID4");
              Endif
           Endif
20      Endfor
```

- Delete

When deleting an ES-Auto, the following steps arise:

Deletion in the OVA tool

If the ES-Auto is deleted, all the references can also be deleted immediately. In this case, the context is notified that a particular ID is no longer valid. This can now forward to all (on the basis of user query) objects having a reference to this ID the message that the ID is invalid. If ES-Auto 1 is deleted in **Error! Reference source could not be found.**, for example, the following code needs to be executed:

```
...

RemoveReference ("ID1!ID1");

...
```

5   The result of this call is that the context calls the method RemoveExternalReference () for all partners.

"Dumb" deletion

With dumb deletion, two situations can arise: the first
10   possibility is for Chart 1 to be opened first. This chart establishes that an ES-Auto no longer exists for the ID1. It now deletes its entry "ID1".

On the other hand, an object can attempt to resolve the reference (e.g. ES-Auto 2). Since this is not possible,
15   the user is asked what has happened to ES-Auto 1, and what is meant to happen to the reference.

•   Rename

Renaming is similar to moving.

20

In summary, the invention relates to a system and method for object identification in distributed hierarchical systems, in particular in automation systems. To ensure object identification for operations
25   such as moving, copying, renaming, etc., the invention proposes introducing contexts for forming a plurality of indirection stages for managing identifiers. This provides efficient methods for repairing "broken links" without introducing global, central management
30   functions.

Patent Claims

1. A system for object identification in distributed hierarchical systems, in particular in automation systems having means for forming a plurality of indirection stages for managing identifiers for objects.

2. A method for object identification in distributed hierarchical systems, in particular in automation systems, in which the objects are identified by a plurality of indirection stages for managing identifiers.

Substitute Specification

TITLE OF THE INVENTION

SYSTEM AND METHOD FOR IDENTIFYING OBJECTS IN DISTRIBUTED HIERARCHICAL
SYSTEMS, IN PARTICULAR IN AUTOMATION SYSTEMS

BACKGROUND OF THE INVENTION

1. Field of the Invention

[0001] The invention relates to a system and method for object identification in distributed
hierarchical systems, in particular in automation systems. Such a system and method are used
particularly in the field of automation technology.

[0002]

2. Description of the Related Art

[0003] The invention is based on the insight that previous solutions are not very robust and/or
require a great deal of modification effort. There are two basic identification mechanisms which
are used (and can also be combined with one another). One method is based on object
identification by allocating a globally unique identifier for each object. This global identifier is
used to ensure that an object can be found again irrespective of its present whereabouts. This
method has the following drawbacks:

- **Central management**: The method requires central management structures such as
  management of the object identifiers and conversion tables for the object identifiers to the
  objects.

- **Poor support for distributed work**: The need for central management complicates the
  splitting of object sets, separate processing and subsequent merging thereof (headword:
  branch and merge).

[0004]   In the second method, an object is identified by its relative position with respect to
another. This then also stipulates how the object can be found. In contrast to the first method,
an object does not have a unique identifier, but instead the identifier dependent on the

respective starting object referencing the other one. This means that no central management information is required. However, the following drawbacks result:

- **Low robustness**: Using the relative position for identification means that the identifier (or the identifiers) becomes invalid when the object is moved, and the object is no longer available (broken link).

- **Great deal of modification effort**: When the identifiers for an object have become invalid, they need to be corrected using a type of correction operation.

SUMMARY OF THE INVENTION

[0005] An object of the invention is to ensure object identification for operations such as moving, copying, renaming, etc.

[0006] With the inventive solution, contexts are introduced for forming a plurality of indirection stages for managing the identifiers. This provides efficient methods for repairing "broken links" without introducing global, central management functions.

- **No central management**: Management is through the context hierarchy. This means that each context contains all the necessary information.

- **Support for distributed work**: The context hierarchy can be broken down and reassembled as desired. This means that projects can be branched and merged without difficulty.

- **Little modification effort**: The context hierarchy makes it immediately clear where changes to identifiers are to be reconstructed. The changes also need to be made only on the context objects in question.

BRIEF DESCRIPTION OF THE DRAWINGS

[0007] The invention is described and explained in more detail below using the exemplary embodiments shown in the figures, in which:

FIGURE 1 is a block diagram of a method to identify the facts of the matter: a client sees names, an object model works with IDs,

FIGURE 2 is a schematic object diagram for the allocation and assignment of object identifications as object IDs, and

2

FIGURE 3 is a schematic object diagram for the moving of an object denoted by "ES-Auto1".

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0008] The method is described below within the context of the OVA engineering object model (OVA= open distributed automation). It can also be used for other object models, however. For a better understanding of the relationships, a brief description of the context of the invention will be given below:

[0009] For each object, there is an environment in which it is known. In the case of OVA, this environment is modeled by the context. Within a context, names and identifiers for all contained objects are known and unique. The context is generally determined by the point of entry chosen by a user for processing his automation solution. Context information is available on any container object (i.e. an object containing other objects), such as H-container, chart or master. The smallest environment for a context is a document, however. For the case of embedded objects, the context information of the surrounding document is used. However, this also means that context information can be structured hierarchically. In this case, contexts at a lower point are always part of the higher context in the hierarchy as well. In addition, further contexts which are not hierarchically related can be associated with any desired context. This context can then access the information of the associated context. This association is unidirectional, however. In the case of associated contexts, the (hierarchically) contained contexts are also associated automatically.

[0010] The context information determines which objects have been entered in the directory. The content of the document automatically belongs to the same context; this also applies, in particular, to linked objects or objects which have been added using a rule ("all objects in this directory", etc.). The context is also the manager of the context IDs. These are described later.

Object identification

[0011] Since OVA uses a standardized method to access the data storage, it is necessary to structure the objects so that they can be safely identified. The reason for this is that some of the data are structure information, for example which ES-Auto is located in which chart, or which auto is connected to which. This structure information is subject to rules which are taken into account by the implementation of the data model. In the case of the current realization using the IStorage interface as the interface for data storage, it is always possible to change this

structure without taking the data model into account. By way of example, a client is able to perform copy, move or rename operations using the IStorage interface without an OVA data model server being involved. This entails the problem that inconsistencies can arise which later need to be corrected again manually by the user.

[0012] This now poses the problem of how consistency can be produced as far as possible without demanding excessive effort from the developer of ES-Autos or OVA tools for this purpose. These mechanisms should also not be transparent to the parts of the API which are used by the OVA tools. A client application should always be occupied with the ES-Auto names, for example, and not with cryptic IDs (see FIGURE 1).

- ***Problematical actions***

It is first necessary to examine the actions which conceal potential risks. These are, firstly, all unidirectional relationships, and, secondly, actions which "pass by" the data model servers.

- Unidirectional links

Unidirectional links are problematical because it is not possible to tell from an action that an inconsistency is being produced. If a link is used to point to a file in a Word document, for example, and this file is renamed at a later point in time, the Word document is not told anything about this and will not find the file again. This problem can be eliminated only by a central authority which knows where the file can be found.

- "Dumb" actions

In this regard, dumb actions denote actions carried out without the knowledge of the data model. An example is renaming an object using the IStorage interface (IStorage::RenameElement). Such actions are always possible for standardized data access. In this case too, a central authority could help to minimize the problem. An important aspect in both cases is, above all, error recognition, and if possible also error elimination.

- ***Object ID moniker***

As described above, a central office can manage the objects such that they are (virtually) uniquely identifiable. All the objects are therefore referenced using object IDs which can be resolved by the central office, in our case the Active Directory Service. This ID is independent of all actions; it is allocated upon creation of the object and then does not change again so long as no other object having the same ID exists. This will only occur in the case of copying outside

4

the data model, however. Each container allocates a name when an embedded object is created.

[0013] FIGURE 2 is a schematic illustration of the allocation and assignment of object identifications as object IDs. These IDs, in the figure ID1, ID2, ID3 and ID4, are respectively stored with their container. This means that the hierarchy container knows ID1 and ID2, Chart 2 knows ID3. In this regard, these IDs are unique only within the container on the topmost level. This means that Chart 1 can also start with ID1 again. Individual objects can now be identified using a chain of IDs. ES-Auto 1 is identified using /ID1!ID1, for example. The connection between ES-Auto 2 and ES-Auto 3 (IDy) is given the following IDs:

$$IDy = /ID1!ID4!c \rightarrow /ID2!ID3!d$$

[0014] IDy is thus a type of alias for the connection between ES-Auto 2 and ES-Auto 3. This alias is stored with the lowest possible container in the hierarchy. In this case, this is the H-container 1, since both Chart 1 and Chart 2 are involved in the connection. The connection IDx involves only the two ES-Autos 1 and 2; the information relating to how IDx is resolved can therefore be stored with Chart 1. This procedure of keeping the information as local as possible has the advantage that these references can then be resolved even if only a subcontext is opened. In such a subcontext, all the references, connections etc. which remain within the context are thus known. Any references to the outside (or from the outside) cannot be resolved.

• Context IDs vs local IDs

[0015] As can be seen in the example above, there are two different types of IDs. First the *local* IDs, such as ID1, ID2, ..., which are only ever known locally to the container. Secondly, there are the *context* IDs, which have their validity within the whole of the current context. Both IDs need to be unique in their environment. The local ones at container level, the context IDs on a context-wide basis.

• Resolution

[0016] An ID needs to be resolved, for example, when the object is to be activated. Thus, for example, ES-Auto 2 will check its connections during a consistency check. To this end, IDx and IDy need to be ascertained. To do this, ES-Auto 2 ascertains the individual objects from the context. Since the connections are stored as monikers, a BindToObject() is sufficient from the standpoint of the ES-Auto:

5

```
...

MkParseDisplayName ("@objectID!IDy!Source",&pMoniker);

pConnector = pMoniker->BindToObject ();

...
```

[0017] Since the monikers in this case are ObjectID monikers, the server for ObjectID monikers, that is to say the context, is asked for the object. The context knows IDy, because it is responsible for storing it, and resolves it into its component parts. The ParseDisplayName function extracts IDy and Source and establishes that this is /ID1!ID4!c. The containers are now recursively asked for this object.

[0018] This somewhat more complicated method is advantageous because the (possible) connections are also available in the subcontexts. In the example above, Chart 1 could also be chosen as the entry point (context). It is then also possible to access the connection IDx. In this case, IDy is an external connection which is not available so long as the operator is moving only in the context of Chart 1.

- *Use/examples*

[0019] The effects are now shown using a few examples. The actions are move, copy, delete and rename.

- Move

[0020] The initial situation is **Error! Reference source could not be found.**. ES-Auto 1 is now moved from Chart 1 to Chart 2 (see **Error! Reference source could not be found.**). This is done in two different ways. Firstly in an OVA tool, secondly past the data model ("dumb moving").

[0021] **Moving in the OVA tool**

[0022] If the move operation is initiated in an OVA tool, the servers for the data model adopt the action and thus ensure that all references remain valid. The agitators involved in this case are the two charts. In the source chart, the method MoveESAuto is initiated. This method is provided with the ES-Auto and the destination chart:

6

```
...
pChart1->MoveESAuto ("ESAuto 1", pChart2);
...
```

[0023] The method MoveESAuto thus encapsulates all the necessary steps. These are, firstly, copying the ES-Auto into Chart 2, then deleting the original auto from Chart 1 and finally matching the IDs. Since, with such an action, only the IDs up to the object on which the action was carried out can ever be altered, only this need actually be notified to the context:

```
...
pContext->UpdateReference ("ID1!ID1", "ID2!ID4");
...
```

This method prompts the context to change all IDs which start with "ID1!ID1" to "ID2!ID4".

[0024] FIGURE 3 shows a schematic illustration for moving an object denoted by "ES-Auto1".

"Dumb" moving

[0025] With "dumb" copying, the servers for the object model are not involved. This means that the IDs cannot be updated either at this point in time. To perform such an action, it is sufficient to move the persistent data store for ES-Auto 1 from the store for Chart 1 to that for Chart 2. When Chart 1 is opened, it will no longer display ES-Auto 1 and will delete its entry for "ID1". When Chart 2 is opened, it will establish that an ES-Auto for which no ID has been allocated yet has been added to its data store. ES-Auto 1 is therefore now assigned an ID. In addition, the references for ES-Auto 1 and the partners involved still need to be replaced. In the case of bidirectional IDs, this is not a problem. If ES-Auto 1 is asked for its external references, it will return IDx. If the context is asked for this ID, it can only resolve part ("ID1!ID4") immediately. "ID1!ID1" still points to nothing at this time. Since the action has been triggered by checking ES-Auto 1, however, this can be remedied (possibly on the basis of a query to the user):

```
...
Foreach id In pESAuto1->GetExternalRefs ()
    bOK = CheckReference (id.Source);
    if ! bOK
        UpdateReference (id.Source, "ID2!ID4");
    Endif
```

7

```
        bOK = CheckReference (id.Destination);
        if ! bOK
            UpdateReference (id.Destination, "ID2!ID4");
        Endif
    Endfor
```

[0026]

- Copy

[0027] The two methods will also be examined in the case of copying:

Copying in the OVA tool

[0028] If ES-Auto 1 is only copied, nothing needs to be changed on the references. For the destination ES-Auto, Chart 2 needs to allocate a new ID (for example ID4). In addition, all the external references for the new ES-Auto should be deleted.

"Dumb" copying

[0029] If ES-Auto 1 is again copied past the object model, as in the case of moving, 2 ES-Autos refer to ES-Auto 2. This is not a problem, however, since in this case too, Chart 2 establishes that ES-Auto 1 is still not known to it (no ID). As in the case of moving, it will now allocate a new ID and test the external references of the ES-Auto. In this case, ES-Auto 1 also exists in Chart 1, however. This check will therefore return no error. It is therefore necessary to check whether the unknown ES-Auto is part of the external reference. The code from above therefore needs to be extended a little further:

```
    ...
    Foreach id In pESAuto1->GetExternalRefs ()
        bOK = CheckReference (id.Source);
        If ! bOK
            UpdateReference (id.Source, "ID2!ID4");
        else
            If ! IsReferenceParticipant ("ID2!ID4")
                pESAuto1->RemoveReference("ID2!ID4");
            Endif
        Endif
```

8

```
bOK = CheckReference (id.Destination);
if ! bOK
    UpdateReference (id.Destination, "ID2!ID4");
else
    If ! IsReferenceParticipant ("ID2!ID4")
        pESAuto1->RemoveReference("ID2!ID4");
    Endif
Endif
Endfor
```

- Delete

[0030] When deleting an ES-Auto, the following steps arise:

Deletion in the OVA tool

[0031] If the ES-Auto is deleted, all the references can also be deleted immediately. In this case, the context is notified that a particular ID is no longer valid. This can now forward to all (on the basis of user query) objects having a reference to this ID the message that the ID is invalid. If ES-Auto 1 is deleted in **Error! Reference source could not be found.**, for example, the following code needs to be executed:

```
...
RemoveReference ("ID1!ID1");
...
```

The result of this call is that the context calls the method RemoveExternalReference () for all partners.

"Dumb" deletion

[0032] With dumb deletion, two situations can arise: the first possibility is for Chart 1 to be opened first. This chart establishes that an ES-Auto no longer exists for the ID1. It now deletes its entry "ID1".

[0033] On the other hand, an object can attempt to resolve the reference (e.g. ES-Auto 2). Since this is not possible, the user is asked what has happened to ES-Auto 1, and what is meant to happen to the reference.

- Rename

[0034] Renaming is similar to moving.

[0035] In summary, the invention relates to a system and method for object identification in distributed hierarchical systems, in particular in automation systems. To ensure object identification for operations such as moving, copying, renaming, etc., the invention proposes introducing contexts for forming a plurality of indirection stages for managing identifiers. This provides efficient methods for repairing "broken links" without introducing global, central management functions.

Substitute Abstract

ABSTRACT OF DISCLOSURE

SYSTEM AND METHOD FOR OBJECT IDENTIFICATION IN DISTRIBUTED HIERARCHICAL SYSTEMS, IN PARTICULAR IN AUTOMATION SYSTEMS

The invention relates to a system and method for object identification in distributed hierarchical systems, in particular in automation systems. To ensure object identification for operations such as moving, copying, renaming, etc., the invention proposes introducing contexts for forming a plurality of indirection stages for managing identifiers. This provides efficient methods for repairing "broken links" without introducing global, central management functions.
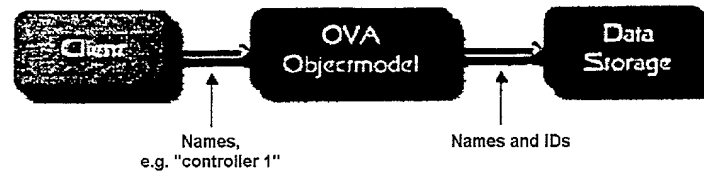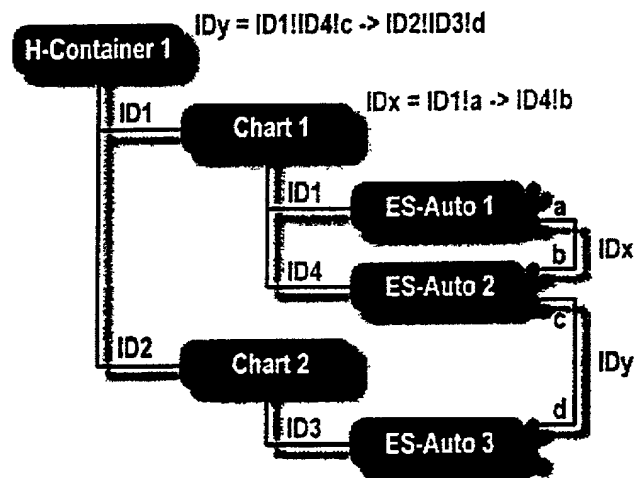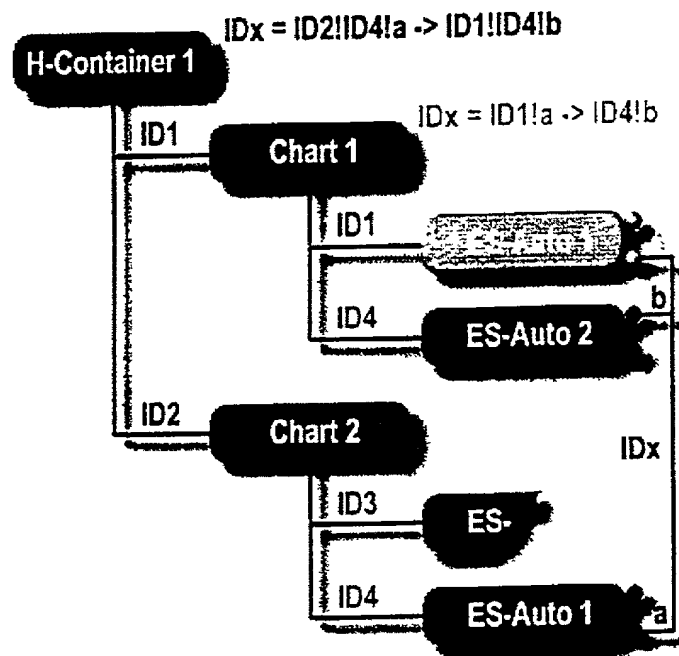
Fig. 1

Fig. 2

Fig. 3

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Erklärung Für Patentanmeldungen Mit Vollmacht
German Language Declaration

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I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled

System und Verfahren zur Objektidentifizierung in verteilten hierarchischen Systemen, insbesondere in Automatisierungssystemen

System and method for identifying objects in distributed hierarchical systems, especially automation systems

deren Beschreibung

the specification of which

(zutreffendes ankreuzen)
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☒ am _09.03.2000_ als
PCT internationale Anmeldung
PCT Anmeldungsnummer _____ PCT/DE00/00738
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I acknowledge the duty to disclose information which is material to the examination of this application in accordance with Title 37, Code of Federal Regulations, §1.56(a).

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Prior foreign appplications
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<u>Priority Claimed</u>

<u>19910527.8</u>   <u>DE</u>   <u>09.03.1999</u>   ☒   ☐
(Number)   (Country)   (Day Month Year Filed)   Yes   No
(Nummer)   (Land)   (Tag Monat Jahr eingereicht)   Ja   Nein

                                                           ☐   ☐
(Number)   (Country)   (Day Month Year Filed)   Yes   No
(Nummer)   (Land)   (Tag Monat Jahr eingereicht)   Ja   Nein

                                                           ☐   ☐
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<u>PCT/DE00/00738</u>   <u>09.03.2000</u>   _____   <u>pending</u>
(Application Serial No.)   (Filing Date D, M, Y)   (Status)   (Status)
(Anmeldeseriennummer)   (Anmeldedatum T, M, J) (patentiert, anhängig,   (patented, pending,
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<div align="center">Page 3</div>

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(Bitte entsprechende Informationen und Unterschriften im Falle von dritten und weiteren Miterfindern angeben).   *(Supply similar information and signature for third and subsequent joint inventors).*

Voller Name des elften Miterfinders:	Full name of eleventh joint inventor·
HELMUT WINDL	HELMUT WINDL
Unterschrift des Erfinders Datum	Inventor's signature Date
	8/29/2001
Wohnsitz	Residence
PEISIG, DEUTSCHLAND	PEISIG, GERMANY
Staatsangehörigkeit	Citizenship
DEUTSCH	GERMAN
Postanschrift	Post Office Address
FÖHRENSTR.10	FÖHRENSTR.10
93077 PEISIG DEUTSCHLAND	93077 PEISIG GERMANY

Voller Name des zwölften Miterfinders (falls zutreffend)	Full name of twelvth joint inventor, if any:
Unterschrift des Erfinders Datum	Inventor's signature Date
Wohnsitz ,	Residence ,
Staatsangehorigkeit	Citizenship
Postanschrift	Post Office Address

Voller Name des dreizehnten Miterfinders (falls zutreffend):	Full name of thirteenth joint inventor, if any:
Unterschrift des Erfinders Datum	Inventor's signature Date
Wohnsitz ,	Residence ,
Staatsangehörigkeit	Citizenship
Postanschrift	Post Office Address

Voller Name des vierzehnten Miterfinders (falls zutreffend):	Full name of fourteenth joint inventor, if any:
Unterschrift des Erfinders Datum	Inventor's signature Date
Wohnsitz ,	Residence ,
Staatsangehörigkeit	Citizenship
Postanschrift	Post Office Address

(Bitte entsprechende Informationen und Unterschriften im Falle von dritten und weiteren Miterfindern angeben).

(Supply similar information and signature for third and subsequent joint inventors).

Page 6